

UNIVERSITI TEKNOLOGI MARA

**DEVELOPING INTERACTIVE
MULTIMEDIA LEARNING
COURSEWARE ON PANDA
AND GIRAFFE USING
ADDIE METHODOLOGY**

WAN MUHAMMAD FIRDAUS BIN WAN MHD YUSOF

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INFORMATION TECHNOLOGY (Hons.)**

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ABSTRACT

Interactive multimedia courseware can improve learning for kids and they will more motivate to learn themselves because interactivity and fun content is available. Based on the observation during in the zoo, the kids that range age from 7 to 12 years old are very attract to giraffe rather than other popular animals such as tiger, elephant, even snakes. It is because the kids are not really brave to watch that animals nearly. The purpose of develop this proposed multimedia courseware is to help the kids self-learning on animals which are panda and giraffe. The main target user of this proposed multimedia courseware is for kids between eight to ten years old kids. The problem of current learning environment in school toward student in primary school is not really grab the kids' attention. By using the method ADDIE made this project completed in systematic and structured way. Besides, applying multimedia principles framework on the project can improve the functionality of the courseware. Development using flash software is suitable for the kids to play and learn in effectiveness and interesting way. This project still can be improved in a few aspects to make it better for the future enhancement for example the audio can be more suitable and narrator voice also can be improved to suit the project. Besides, can improve on the video and graphics. This project may help kids to improve their leaning process because this project contains interactivity between the courseware and the kids which study as stated that kids nowadays are more attract to technology.

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CHAPTER 1

INTRODUCTION

Introduction

The importance point of this research is to coordinate agreeable learning systems, dominance learning education and interactive multimedia to enhance kid's execution in thinking about animal which are giraffe and panda. Interactive multimedia learning courseware can enhance learning for kids. On this chapter will conduct the preliminary study about the project.

1.1 Background of Study

Courseware is a product bundle to supplement or supplant conventional course exercises. The learning methodology is imperative in kids, because of this matter interactivity, the nature and components utilized as a part of the multimedia courseware advancement must be investigated among the companion. Completely suspension on instructors and course reading is viewed as primitive. It was not successful any longer for understudy's expansion of knowledge.

According to Lepper, J. W. (2009), pattern of kids learning is kids learn through play. Play is the kid's work, maybe the kid's most imperative method for learning. Kids learn with support. Best case scenario, such requests are compelling just briefly while grown-ups are available. This application approach helps the children have a part and an approach to enter the play. Edutainment, otherwise called educational entertainment or stimulation training, signifies all manifestations of programming intended to teach and in addition to give fun (Cheok, A. D., 2004).